

## IN THE CLAIMS

1. (Currently amended) A computer-implemented method for creating a digital model of an object, the method comprising:

receiving one or more behavioral parameters associated with each design feature of the object from a user by a client computer, the object having a body represented by a predefined set of body partitions;

determining, based on the behavioral parameters and without user involvement, which body partitions from the predefined set correspond to individual design features of the object by the client computer;

assigning, without user involvement, contributing volumes created by the design features to corresponding body partitions by the client computer;

~~computing~~ creating the digital model of the object using contributing volumes of each design feature of the object by the client computer; and

creating a design of the object using the ~~computed~~ created digital model by the client computer.

2. (Original) The method of claim 1 wherein each of the predefined set of body partitions is a node of a Boolean tree.

3. (Original) The method of claim 1 further comprising:

computing the contributing volume based on a profile of a corresponding design feature.

4. (Original) The method of claim 1 further comprising:  
creating a link between a body partition having a contributing volume and a corresponding design feature of the object.
5. (Original) The method of claim 4 wherein the design feature is characterized by one or more geometrical parameters and one or more behavioral parameters.
6. (Original) The method of claim 4 further comprising:  
creating links between related design features of the object.
7. (Currently amended) The method of claim 1 wherein the digital model is ~~computed~~ created using a predefined algorithm.
8. (Original) The method of claim 7 wherein the predefined algorithm remains unchanged for any product.
9. (Original) The method of claim 1 further comprising:  
storing data pertaining to the digital model in a database.
10. (Currently amended) The method of claim ~~[[10]]~~9 wherein the data pertaining to the digital model includes the predefined set of body partitions with corresponding contributing volumes and links to corresponding design features of the object.
11. (Currently amended) The method of claim 9 further comprising:

~~re-computing~~ re-creating the digital model of the object using the data stored in a database upon receiving a user request.

12. (Currently amended) The method of claim 1 further comprising:

receiving a user request to modify the object;

reassigning contributing volumes to body partitions according to the requested modification; and

~~re-computing~~ re-creating the digital model of the object using the reassigned contributing volumes.

13. (Original) The method of claim 12 wherein the requested modification requires a change of one or more parameters of an existing design feature of the object.

14. (Original) The method of claim 12 wherein the requested modification requires an addition of a new design feature to the object.

15. (Currently amended) An apparatus for creating a digital model of an object, the apparatus comprising:

a user input processor to receive one or more behavioral parameters associated with each design feature of the object from a user, the object having a body represented by a predefined set of body partitions, and to determine, based on the behavioral parameters and without user involvement, which body partitions from the predefined set correspond to individual design features of the object;

a volume distributor to assign, without user involvement, contributing volumes

created by the design features to corresponding body partitions; and

a model generator to ~~compute~~ create the digital model of the object using contributing volumes of each design feature of the object to create the digital model of the object.

16. (Original) The apparatus of claim 15 wherein each of the predefined set of body partitions is a node of a Boolean tree.

17. (Original) The apparatus of claim 15 wherein the volume distributor is further to compute the contributing volume based on a profile of a corresponding design feature.

18. (Original) The apparatus of claim 15 wherein the volume distributor is further to create a link between a body partition having a contributing volume and a corresponding design feature of the object.

19. (Original) The apparatus of claim 18 wherein the design feature is characterized by one or more geometrical parameters and one or more behavioral parameters.

20. (Original) The apparatus of claim 18 wherein the volume distributor is further to create links between related design features of the object.

21. (Currently amended) The apparatus of claim 15 wherein the digital model is ~~computed~~ created using a predefined algorithm.

22. (Original) The apparatus of claim 21 wherein the predefined algorithm remains unchanged for any object.
23. (Original) The apparatus of claim 15 further comprising a database to store data pertaining to the digital model.
24. (Original) The apparatus of claim 23 wherein the data pertaining to the digital model includes the predefined set of body partitions with corresponding contributing volumes and links to corresponding design features of the object.
25. (Currently amended) The apparatus of claim 23 wherein the model generator is further to ~~re-compute~~ re-create the digital model of the object using the data stored in a database upon receiving a user request.
26. (Currently amended) The apparatus of claim 15 wherein:  
the volume distributor is to reassign contributing volumes to body partitions in response to a user request to modify the object; and  
the model generator is to ~~re-compute~~ re-create the digital model of the object using the reassigned contributing volumes.
27. (Original) The apparatus of claim 26 wherein the requested modification requires a change of one or more parameters of an existing design feature of the object.
28. (Original) The apparatus of claim 26 wherein the requested modification requires

an addition of a new design feature to the object.

29. (Currently amended) A system for creating a digital model of an object, the system comprising:

means for receiving one or more behavioral parameters associated with each design feature of the object from a user, the object having a body represented by a predefined set of body partitions;

means for determining, based on the behavioral parameters and without user involvement, which body partitions from the predefined set correspond to individual design features of the object;

means for assigning, without user involvement, contributing volumes created by the design features to corresponding body partitions; and

means for ~~computing~~ creating the digital model of the object using contributing volumes of each design feature of the object.

30. (Currently amended) A computer readable storage medium comprising executable instructions which when executed on a processing system cause said processing system to perform a method comprising:

receiving one or more behavioral parameters associated with each design feature of the object from a user, the object having a body represented by a predefined set of body partitions;

determining, based on the behavioral parameters and without user involvement, which body partitions from the predefined set correspond to individual design features of the object;

assigning, without user involvement, contributing volumes created by the design features to corresponding body partitions; and

~~computing~~ creating the digital model of the object using contributing volumes of each design feature of the object.